ESPN

nba 2night

EVERYONE

CONTENT RATED BY ESRB

OFFICIAL LICENSED PRODUCT

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's NBA 2night. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it. For your Information, NBA 2night is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences.

### WARNING

NBA 2night is an original game product created by KONAMI CORPORATION. and KONAMI COMPUTER ENTERTAINMENT TOKYO CO., LTD., which reserves all the copyrights, trademarks and other intellectual property rights with respect to this game. The exclusive distribution rights to the game are retained by KONAMI CORPORATION.

ESPN is a trademarks of ESPN, Inc and affiliates.The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and/or other forms of intellectual properties, Inc. and the respective NBAA member teams and may not be used in whole or in part, without the prior written consent of NBA Properties, Inc. Konami® is a registered trademark of KONAMI CORPORATION. © 2000 KONAMI CORPORATION. ©2000 Disney. All rights reserved.

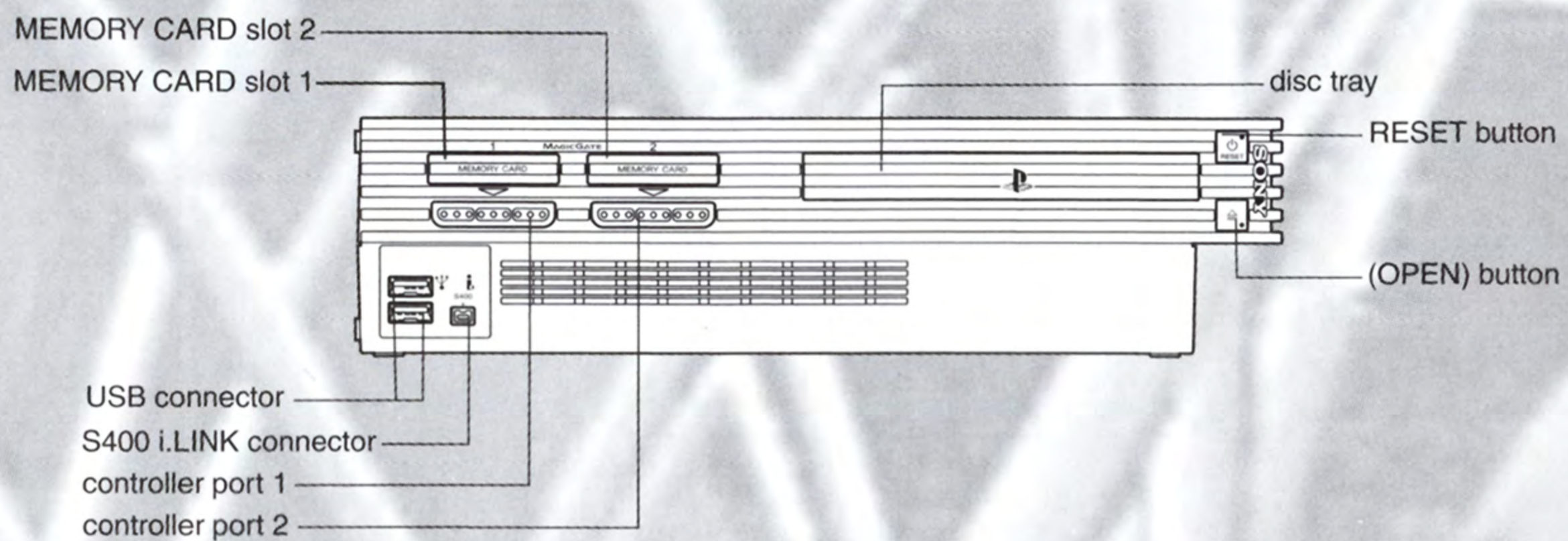
# CONTENTS

Thank you very much for purchasing **ESPN NBA 2NIGHT**.

In order to more fully enjoy your gameplaying experience, we recommend that you thoroughly read this manual before playing.


Getting Started . . . . . 2
Controller . . . . . 3
Default Controls: Offense . . . . . 4
Default Controls: Defense . . . . . 6
On the Court . . . . . 8
NBA 2NIGHT Rules . . . . . 10
Main Menu . . . . . 12
Pre-Game Menu . . . . . 13
Players Screen . . . . . 14
Options Menu . . . . . 15
Pause Menu . . . . . 19
Exhibition Play . . . . . 20
Regular Season Play . . . . . 21
Playoffs . . . . . 22
Saving & Loading . . . . . 23
Creating Players . . . . . 24
Credits . . . . . 26

# GETTING STARTED




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **ESPN NBA 2NIGHT** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

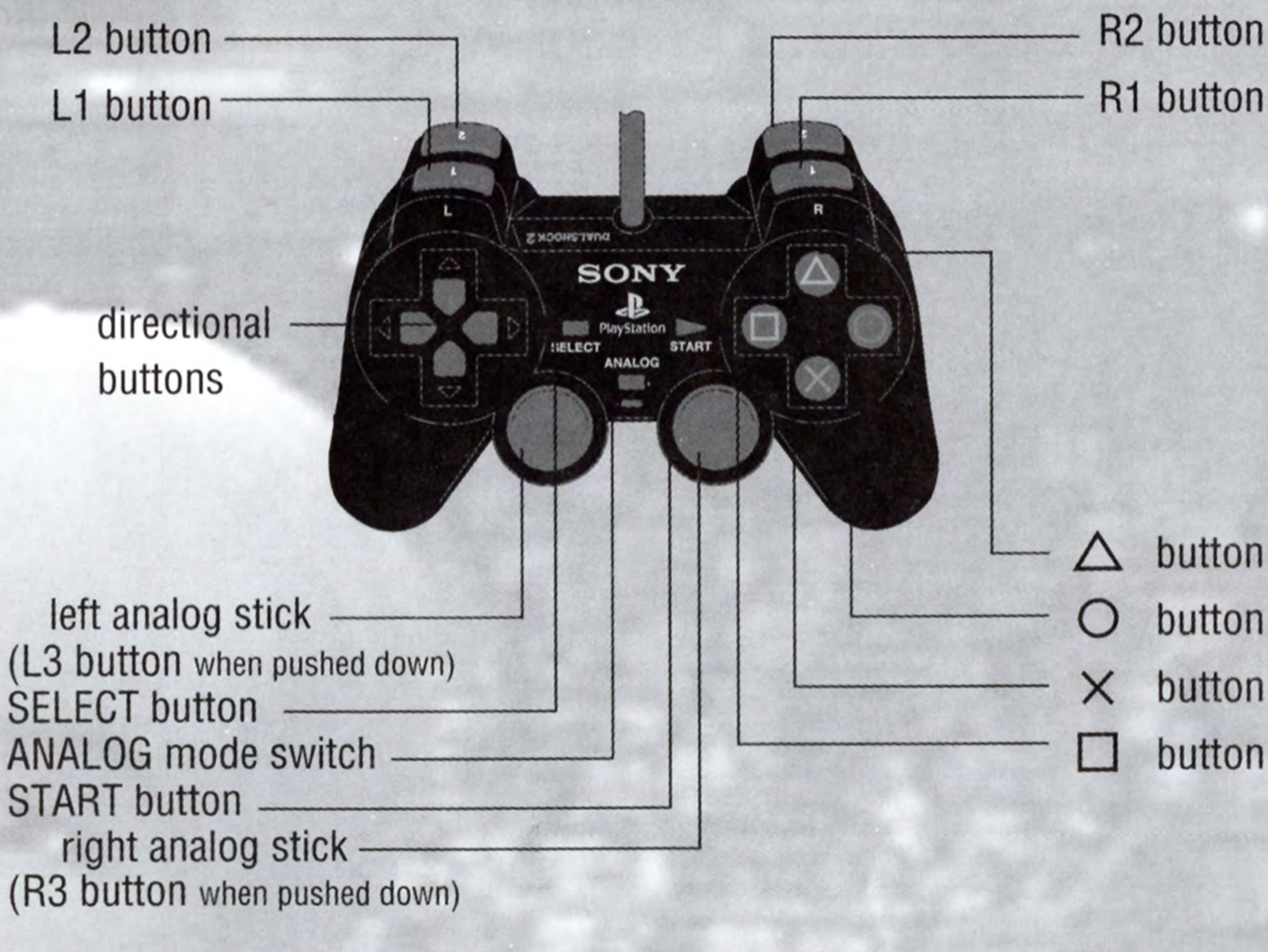
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any MEMORY CARD (8MB) (for PlayStation®2) containing previously saved games.

For more information, see "Saving & Loading" on page 23.

# CONTROLLER




This game supports the DUALSHOCK™2 analog controller, the DUALSHOCK™ analog controller, and the standard controller. For one player, the controller should be connected to Controller Port 1. For 2 players, the controllers should be connected to Controller Ports 1 and 2. (For up to 8 players, see "Multi-Play" below.)

## DUALSHOCK™2 ANALOG CONTROLLER

Both the left analog stick and the directional buttons can be used for control; the ANALOG mode switch and red LED light are always set to ON. The right analog stick is not used in this game.

## VIBRATION FUNCTION

When "Vibration" in Option Mode is set to ON, the controller will vibrate in response to player movement. The controller will vibrate in both Digital and Analog Modes. The vibration function is not available on the standard controller.

## MULTI-PLAY

Up to 8 players can compete simultaneously using the Multitap for PlayStation®2 (sold separately). When more than 2 players are competing simultaneously, you must connect a Multitap for PlayStation®2 to Controller Port 1 before turning on the console. Always connect a controller to Controller Port A on the Multitap first, then connect the remaining controllers to ports B, C and D. (For additional information on using the Multitap, please refer to its Instruction Manual.)

# DEFAULT CONTROLS

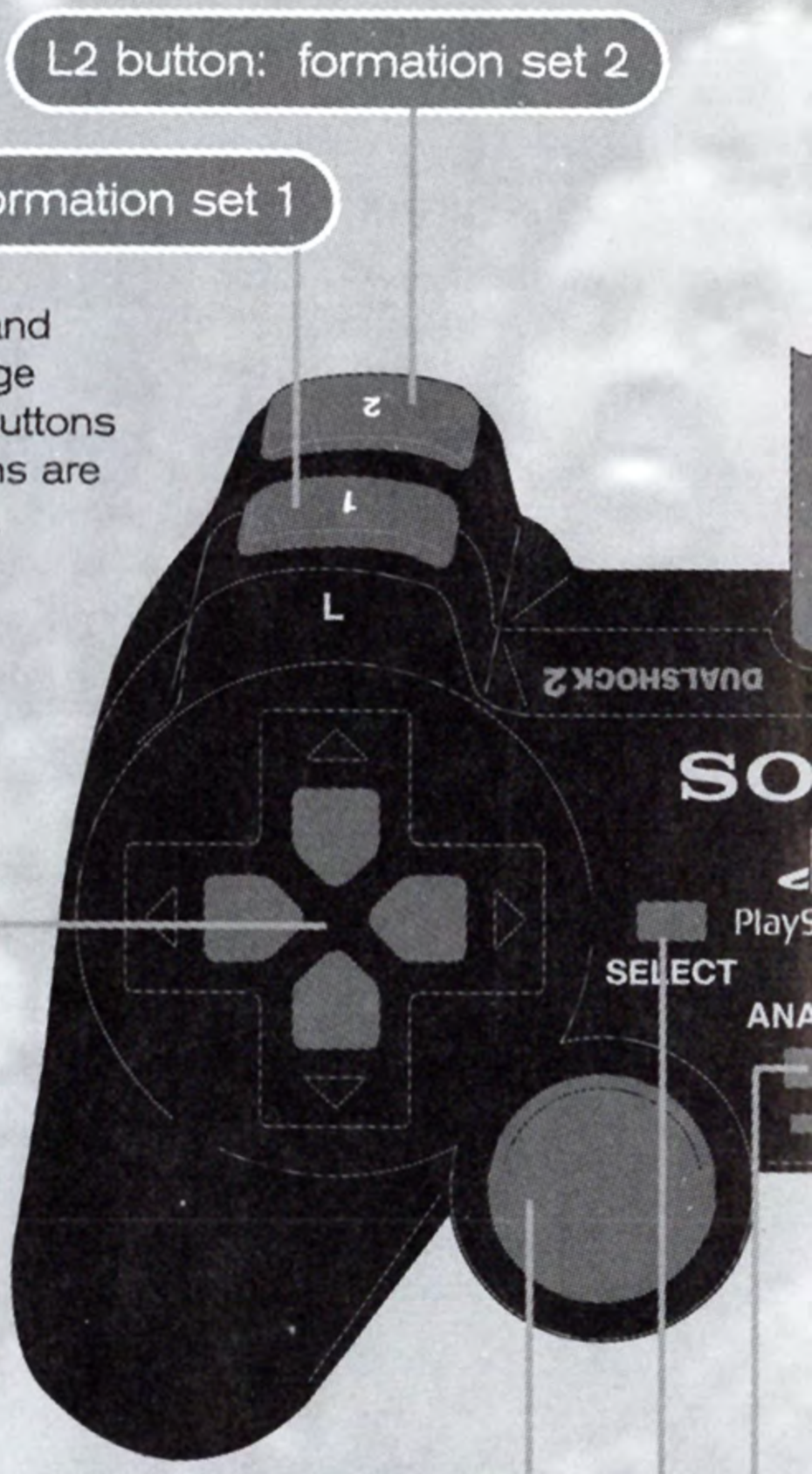
## OFFENSE

### DUALSHOCK™2 ANALOG CONTROLLER

L2 button: formation set 2

L1 button: formation set 1

Hold down one of the formation set buttons and press another button (●, X, ▲ or ■) to change formations during play. The ●, X, ▲ and ■ buttons are set in advance. Up to 8 types of formations are possible (see "Strategy Settings" on page 17).

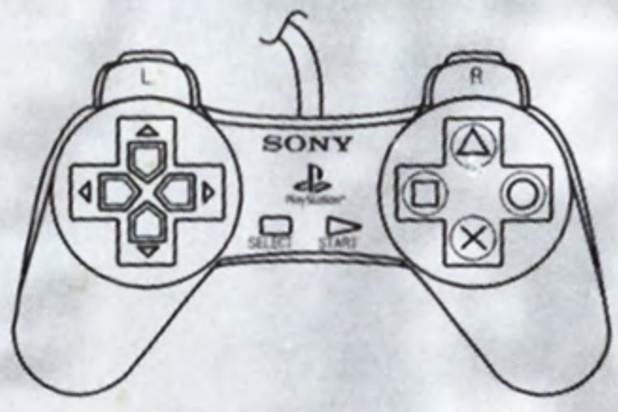



directional button: move player

left analog stick: move player

SELECT button: not used

ANALOG mode switch: not used




### STANDARD CONTROLLER

All button functions on the standard digital controller are the same as for the DUALSHOCK™2 analog controller.

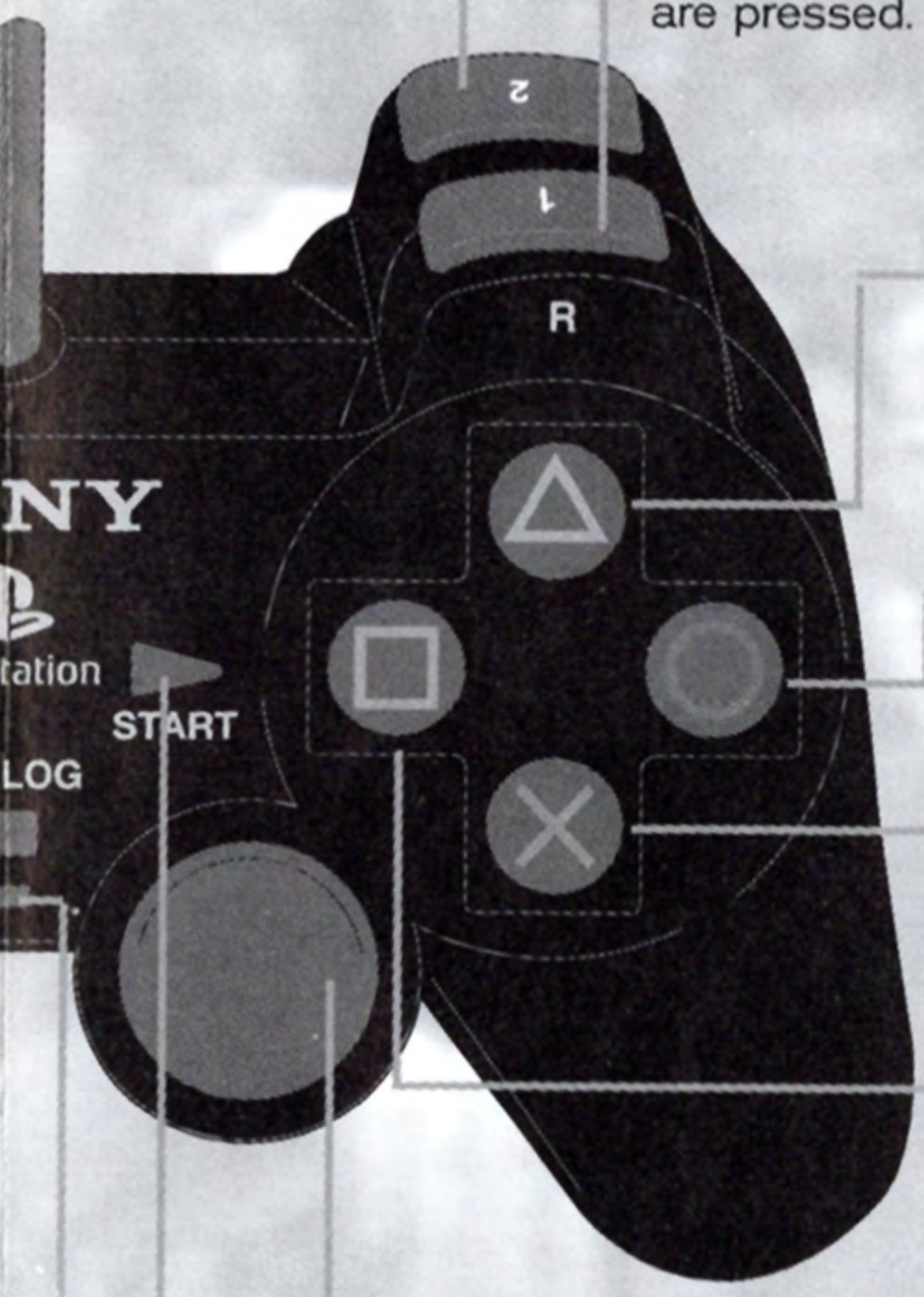
Both the left analog stick and the directional buttons can be used for control; the ANALOG mode switch and red LED light are always set to ON. The right analog stick is not used in this game. You can change the button settings in Options mode (see "Controller Settings" on page 17).

R2 button: directed pass

A button is displayed over each player (see "Directed Passing" on page 8).

R1 button (+ ● or X button: fake action

Controlled player fakes a shot or pass when buttons are pressed.




▲ button: power action

Add extra strength, for example when you're fighting for position or driving hard to the basket.

● button: pass/change player

Pass the ball or change the controlled player.

X button: shoot/rebound

Shoot or jump for rebound.

■ button: evasion

Evade an opponent by performing a spin move or drive.

right analog stick: not used

START button: Display Pause screen

LED

# DEFAULT CONTROLS
## DEFENSE

### DUALSHOCK™2 ANALOG CONTROLLER

L2 button: defense set 2

L1 button: defense set 1

Hold down one of the defense set buttons and press another button (●, X, ▲ or ■) to change formations during play. The ●, X, ▲ and ■ buttons are set in advance. Up to 8 types of formations are possible (see "Strategy Settings" on page 17).

directional button: move player

left analog stick: move player

SELECT button: not used

ANALOG mode switch: not used

### STANDARD CONTROLLER

All button functions on the standard digital controller are the same as for the DUALSHOCK™2 analog controller.

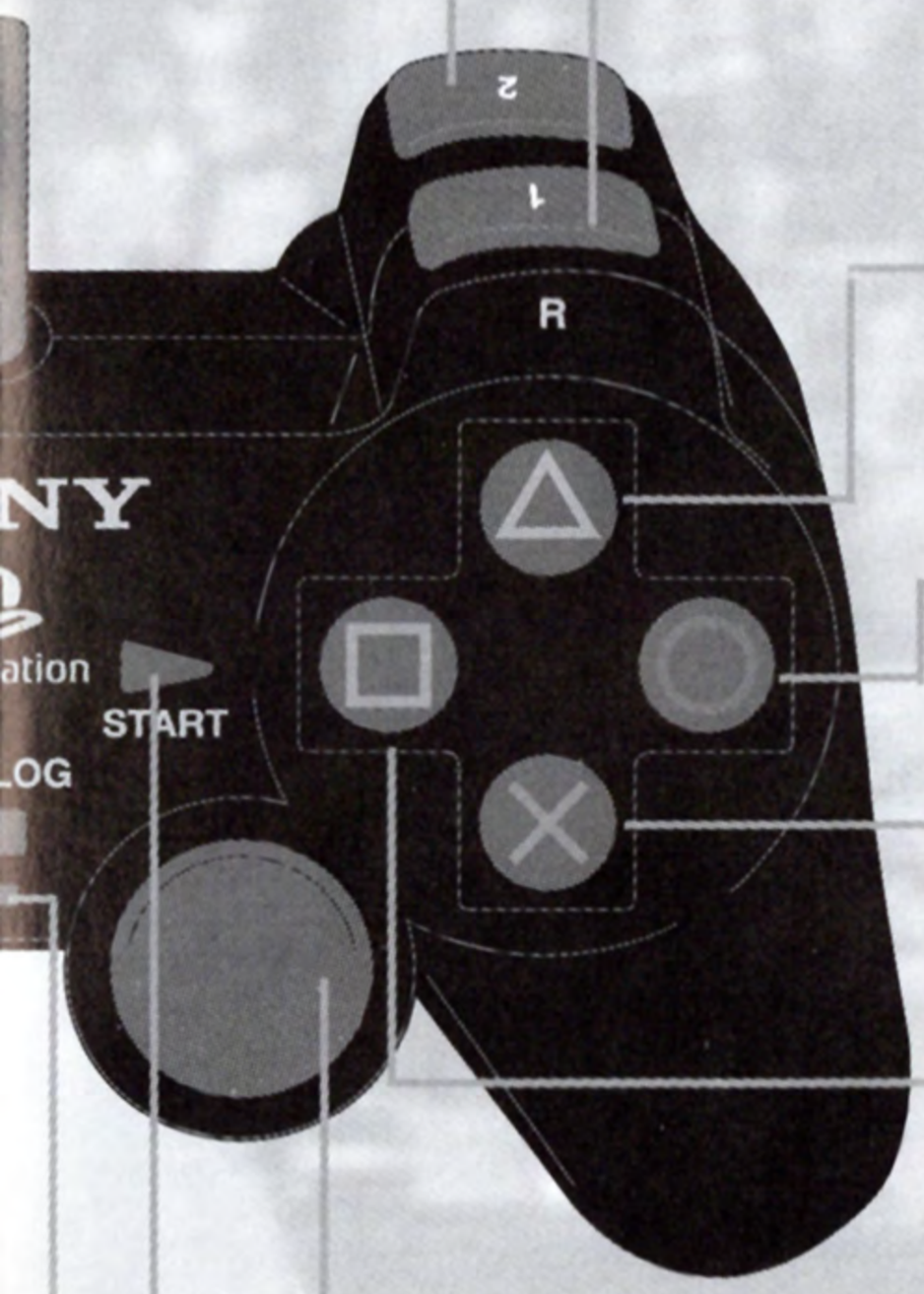
Both the left analog stick and the directional buttons can be used for control; the ANALOG mode switch and red LED light are always set to ON. The right analog stick is not used in this game. You can change the button settings in Options mode (see "Controller Settings" on page 17).

R2 button: hand check

Intentionally contact an offensive player to receive a foul.

R1 button: press

Press defensively.




▲ button: hard check

Makes player play strong defense by waving hands in offensive player's face.

● button: change player

Change the controlled player.

X button: ball check

Block or rebound.

■ button: steal

right analog stick: not used

START button: Display Pause screen

LED

# ON THE COURT

## GAME SCREEN

Current Quarter

Time Remaining

Teams & Scores

## DIRECTED PASSING

Press the R2 button during play to display a button icon over each player's head. To pass to a player, press the button displayed over the target player. Buttons correspond to player positions as follows:

| | |
|---|---|
| PG (point guard) | R1 button |
| SG (shooting guard) | ▲ button |
| SF (small forward) | ■ button |
| PF (power forward) | ● button |
| C (center) | X button |

## FREE THROWS

To perform a free throw:

1. Pull back on the left analog stick (or press the directional button ↓) to stop the rotating target.

2. The shooting point will begin to move.

3. Release the left analog stick (or directional button) to stop the shooting point and release the ball.

The accuracy of your shot depends on both the position of the target and your timing in stopping the shooting point as directly as possible on the target.

## REPLAY

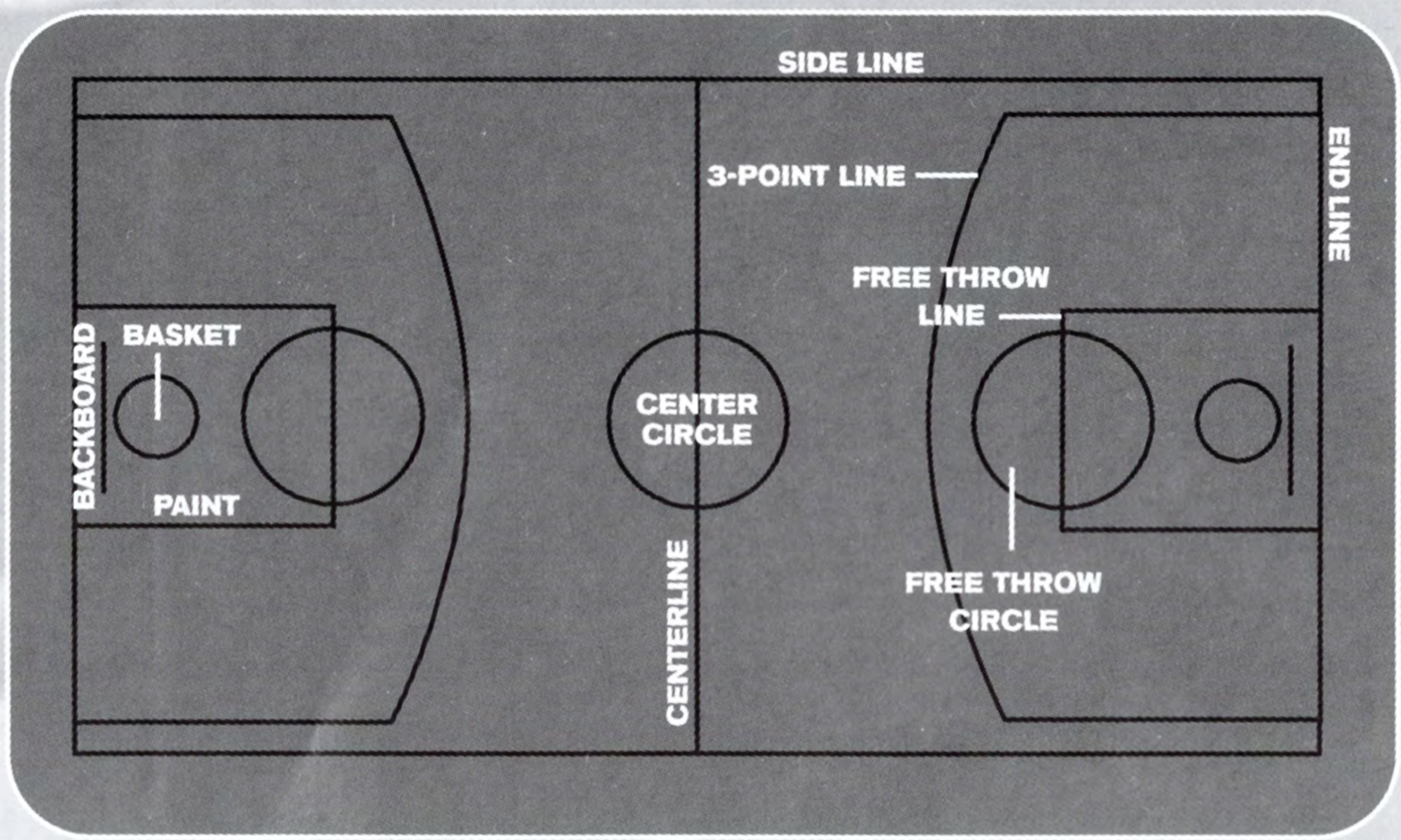
To watch a replay of the latest play, press the START button to pause the game, and select INSTANT REPLAY from the Pause screen. Then use these controls:

| | | | |
|---|---|---|---|
| Play | ● button | Fast forward | L1 button + ● button |
| Reverse play | ■ button | Rewind | L1 button + ■ button |
| Slo-mo 1 | ▲ button | Slo-mo 2 | L1 button + ▲ button |
| Reverse slo-mo 1 | X button | Reverse slo-mo 2 | L1 button + X button |
| Zoom in/out | L2/R2 button | Cancel | START button |

| | |
|---|---|
| Rotate view | L1 button + directional button |
| Move camera side-to-side | directional buttons |
| Move camera up/down | L1 button + L2/R2 button |

## STATS ABBREVIATIONS

| | | | |
|---|---|---|---|
| G | games played | TO | turnovers |
| GS | games started | PF | personal fouls |
| MN | total minutes played | PTS | total points |
| FGM | field goals made | HI | high score |
| FGA | field goal attempt | FG% | field goal percentage |
| 3PM | 3-point shots made | 3P% | 3-point shot percentage |
| 3PA | 3-point shot attempt | FT% | free throw percentage |
| FTM | free throws made | APG | assists per game |
| FTA | free throw attempt | SPG | steals per game |
| OFF | offensive rebounds | BPG | blocked shots per game |
| DEF | defensive rebounds | TPG | turnovers per game |
| TOT | total rebounds | FPG | fouls per game |
| AST | assists | PPG | points per game |
| STL | steals | MPG | minutes per game |
| BLK | blocked shots | | |




The **NBA 2NIGHT** rules are the same as regulation NBA rules. You can also enable/disable some of the rules in Options Mode. For more information, see "Rule Settings" on page 15.

## GAME TIME

A game is composed of 4 quarters. The winner is determined based on the total scores after 4 quarters. If the fourth quarter ends in a tie, the game continues into overtime. The overtime period is repeated until one team wins.

## SCORING

Teams can shoot either 3-point shots or 2-point shots. They receive 3 points for successful shots taken from outside the 3-point line and 2 points for successful shots taken from inside the 3-point line.

## OUT-OF-BOUNDS

An out-of-bounds occurs when the ball touches the court outside the side line or end line. When a team loses the ball out-of-bounds, possession passes to the opposing team. The game is continued with the opposing team throwing the ball in from the point where it went out-of-bounds.

## VIOLATIONS

- SHOT CLOCK VIOLATION: If the offensive team fails to shoot the ball within 24 seconds, possession passes to the opposing team. Further, if the defender fouls an offensive player with less than 14 seconds on the shot clock, the clock is reset to 14 seconds.
- 10-SECOND VIOLATION: If the team possessing the ball fails to move the ball to the opponent's side of the court within 10 seconds, possession passes to the opposing team.
- 5-SECOND VIOLATION: If a team fails to throw in the ball within 5 seconds, the opposing team gains possession of the ball. Possession is also awarded to the opposing team if an offensive player dribbles the ball with his back to the basket inside the plane of the free throw line for more than 5 seconds.
- 3-SECOND VIOLATION: If a player remains within the point on the opponent's side of the court for 3 seconds, the opposing team gains possession of the ball.
- BACK COURT VIOLATION: If the offensive team moves the ball to the opponent's side of the court and then back to its own side, the opposing team is awarded possession of the ball.

## TIMEOUTS

When players are substituted, the changes take effect when play resumes after a timeout. Timeouts also allow players to recover some of their stamina. In regulation play, each team can take a total of 6 timeouts. However, a team can take only 3 timeouts in the fourth quarter. In overtime periods, each team can take a total of 3 timeouts, regardless of whether it had timeouts left at the end of regulation play. Note: only the team in possession (the offensive team) can call a timeout.

## FOULS

A defensive foul is charged for defending against an offensive player too aggressively or contacting an offensive player with the arm inside the plane of the free throw line. If the offensive player is in the act of shooting, he is awarded free throws. Offensive fouls are charged when the offensive player is too aggressive. Fouls committed on offense always result in the opposing team gaining possession.

## FREE THROWS

When a player is fouled during the act of shooting, that player is awarded free throw shots. If the player's shot at the time of the foul is good, the basket is counted and the player is awarded one additional shot from the free throw line. If the player's shot at the time of the foul is not good, the player is awarded 2 free throws if the shot was inside the 3-point line or 3 free throws if the shot was outside the 3-point line.

## FOULING OUT

A player who is charged with a total of 6 personal fouls is ejected and not allowed to return during that game.

# MAIN MENU

When the Title screen appears, press the START button to view the Main Menu. Choose a mode with the directional buttons and enter your selection with the X button. Cancel with the ● button.

## EXHIBITION

Select any 2 teams from the 29 teams available. Up to 8 players can participate simultaneously using a Multitap (for PlayStation™2). See "Exhibition Play" on page 20.

## SEASON

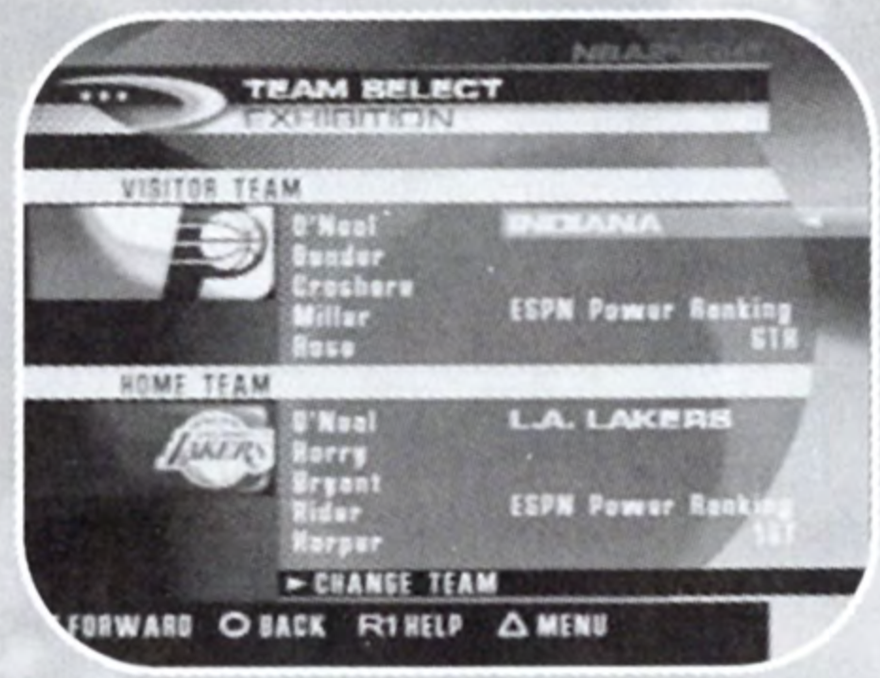
Select your favorite team and play an entire NBA season of 82 games. Advance to the playoffs with a good record in the regular season and set your sights on becoming the world champions. See "Regular Season Play" on page 21.

## PLAYOFFS

Select your favorite team to direct in the playoffs. Winners of each series advance toward the championship round. See "Playoffs" on page 22.

# PRE-GAME MENU

View game data and adjust various game settings before starting play.




- STANDING: Season Mode only. View the win/loss records for each team.
- LEAGUE LEADERS: Season and Playoff Modes only. View tables showing the leading players in various categories.
- TEAM STATISTICS: Season and Playoff Modes only. View tables showing the leading teams in various categories.
- PLAYERS: Modify player data, and trade and sign players to contracts. See "Players Screen" on page 14 for details.
- TEAMS: Season and Playoff Modes only. View team data.
- OPTIONS: Modify various game settings.
- CREDITS: View the roster of NBA fans who brought you **ESPN NBA 2NIGHT**.
- CHEAT: Input cheat commands.
- LOAD DATA: Load and delete MEMORY CARD (8MB) (for PlayStation®2) data. You must have a MEMORY CARD (8MB) (for PlayStation®2) containing saved game data inserted in MEMORY CARD slot 1 of your PlayStation®2 in order to use this option.

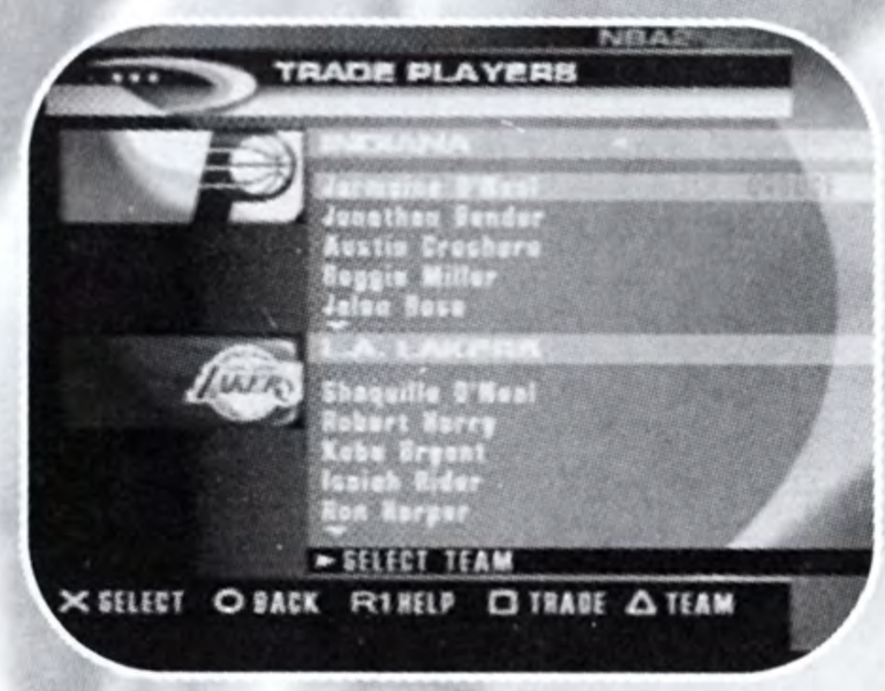
# PLAYERS SCREEN

## STARTERS/MODIFY

Select starters for your team. You can set their style, type and abilities to various levels.

## TRADE PLAYERS

Trade your players for players on other teams. Teams must retain at least 8 players and cannot have more than 15 players total.




## CREATE PLAYERS

Create up to 15 original, customized players.
For details, see "Creating Players" on page 24.

## SIGN/RELEASE

You can sign players who do not belong to other teams, and release players you do not need or want. When recording free agents on your team roster, use the directional buttons to select the player you want from the Free Agent list, and press the ■ button to sign him. Select YES in the confirmation window to record the player on your team. When releasing a player, select a team with the L1 and L2 buttons. Then, use the directional buttons to select the player to release and press the ■ button. Select YES in the confirmation window to release the player as a free agent.

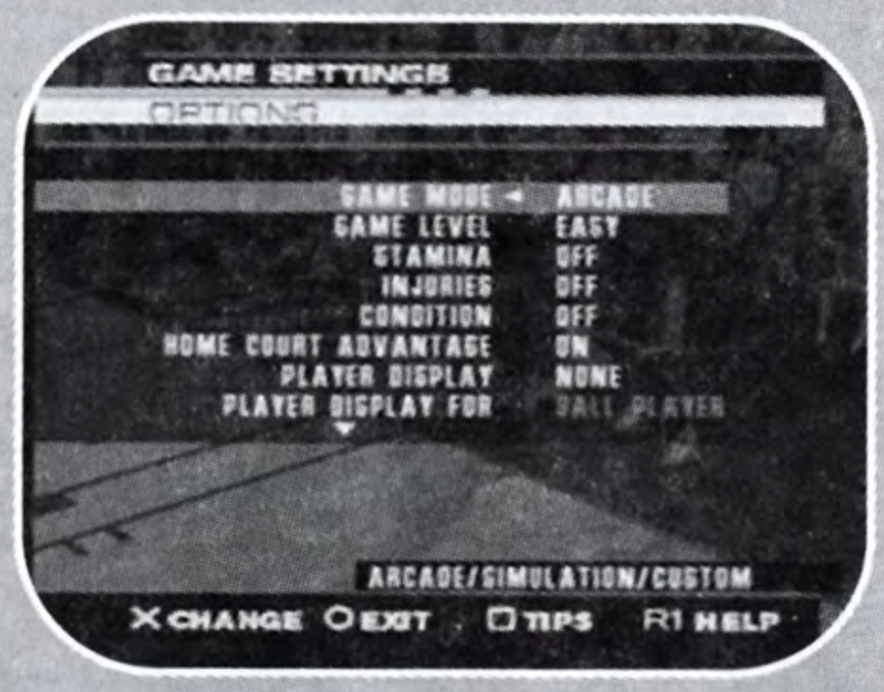
Note: Use the ▲ button to toggle between SIGN and RELEASE.

## SAVE/LOAD ROSTER

Save and load player settings from a MEMORY CARD (8MB) (for PlayStation®2). You must have a MEMORY CARD (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 of your PlayStation®2 in order to use this option.

# OPTIONS MENU

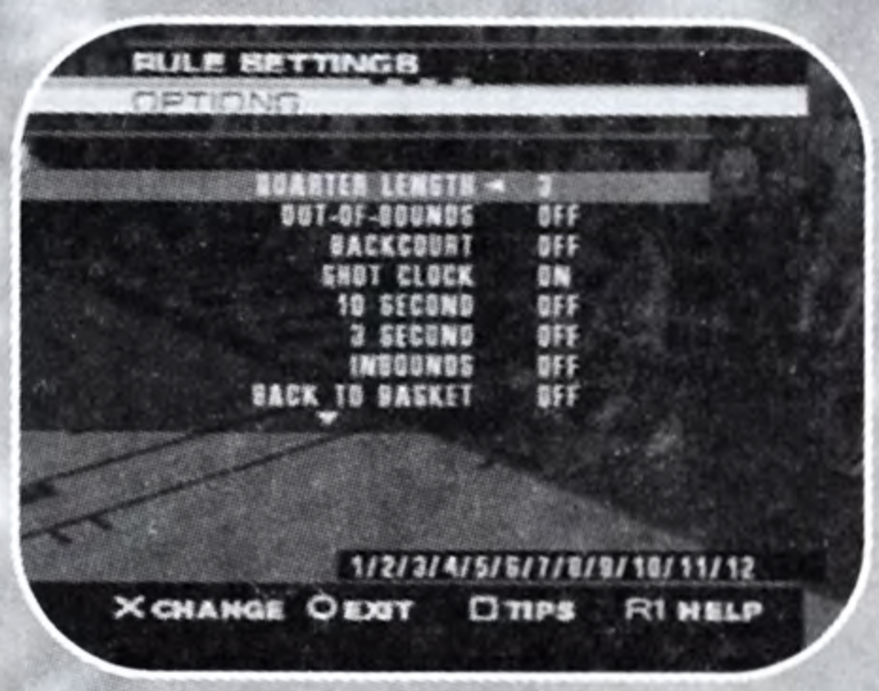
## GAME SETTINGS




Change game settings by using the directional button/left analog stick.

- GAME MODE: Choose ARCADE or SIMULATION. ARCADE is an easy play setting that ignores loss of stamina. SIMULATION plays truer to NBA style. CUSTOM appears when you change the Game Level setting to HARD.
- GAME LEVEL: Choose from 3 difficulty levels.
- STAMINA: Set whether or not players tire during a game.
- INJURIES: Set whether or not injuries occur during a game.
- CONDITION: Set whether or not player abilities change according to their condition.
- HOME COURT ADVANTAGE: Enable/disable the home court advantage.
- PLAYER DISPLAY: Set how players are displayed.
- PLAYER DISPLAY FOR: Set what the player display is used for.
- BALL AFTERIMAGE: Select up to 5 levels of afterimage for the ball.
- VIBRATION: Toggle the DUALSHOCK™2 or DUALSHOCK™ analog controller's vibration feature ON/OFF.
- DEFAULT SUBSTITUTION: Set substitutions for your team during the game.

## RULE SETTINGS




Adjust or enable/disable the NBA rules listed below by using the directional button/left analog stick. Setting rules to NO is helpful when you are new to the game and want to practice moving the players and shooting baskets.

- QUARTER LENGTH: Set the length of time for each quarter.
- OUT-OF-BOUNDS: If a player takes the ball off the court, possession is awarded to the opposing team.
- BACK COURT: If a team takes the ball into the back court after advancing to the front court, possession passes to the opposing team.
- SHOT CLOCK: If the shot clock reaches 0, possession passes to the opposing team.

- 10 SECONDS: If the team in possession remains in the back court for more than 10 seconds, possession passes to the opposing team.
- 3 SECONDS: If an offensive player remains in the paint area for more than 3 seconds, possession passes to the opposing team.
- INBOUNDS: If a player fails to throw in the ball within 5 seconds, possession passes to the opposing team.
- BACK TO BASKET: If an offensive player dribbles the ball with his back to the basket for more than 5 seconds, possession passes to the opposing team.
- FREE THROW: A player must shoot a free throw within 10 seconds after receiving the ball.
- TRAVELING: If a player leaves his feet and lands while holding the ball or walks 3 or more steps after picking up his dribble, possession passes to the opposing team.
- DEFENSIVE GOALTENDING: A shot is counted if a defensive player touches the ball in its downward path.
- BALL OVER BACKBOARD: If a ball goes over the backboard or hits the reverse side of the backboard, possession passes to the opposing team.
- FT PENALTY SITUATIONS: Players are awarded free throws when fouled if the opposing team has accumulated a specific number of fouls.
- OFFENSIVE FOULS: A foul is assessed when an offensive player initiates hard contact with a defensive player.
- DEFENSIVE FOULS: A foul is assessed when a defensive player initiates hard contact with an offensive player.
- TIMEOUT LIMIT: Set the number of timeouts allowed.
- FOUL OUT: Set the maximum number of fouls a player can receive before fouling out.

## CONTROLLER SETTINGS

Set the controllers for the teams. Each player selects HOME, VISITOR or NO ENTRY by using the directional buttons and then pressing the X button. Players can also set permanent positions (C, PF, SF, SG, PG) using the directional buttons.

Note: Up to 4 players can play on the same team.

## CAMERA SETTINGS

Modify the camera settings used during the game.

## STRATEGY SETTINGS

Set your team's strategy.

- OFFENSIVE STRATEGY: Modify key configurations for each offensive set.
- DEFENSIVE STRATEGY: Modify key configurations for each defensive set.
- SELECT FORMATION: Set the strategy of the computer.
- LINEUP: Set the policy for player assignments performed by the computers.
- SUBSTITUTION TIMING: Set the computer's substitution method. See "Pause Menu" on page 19.

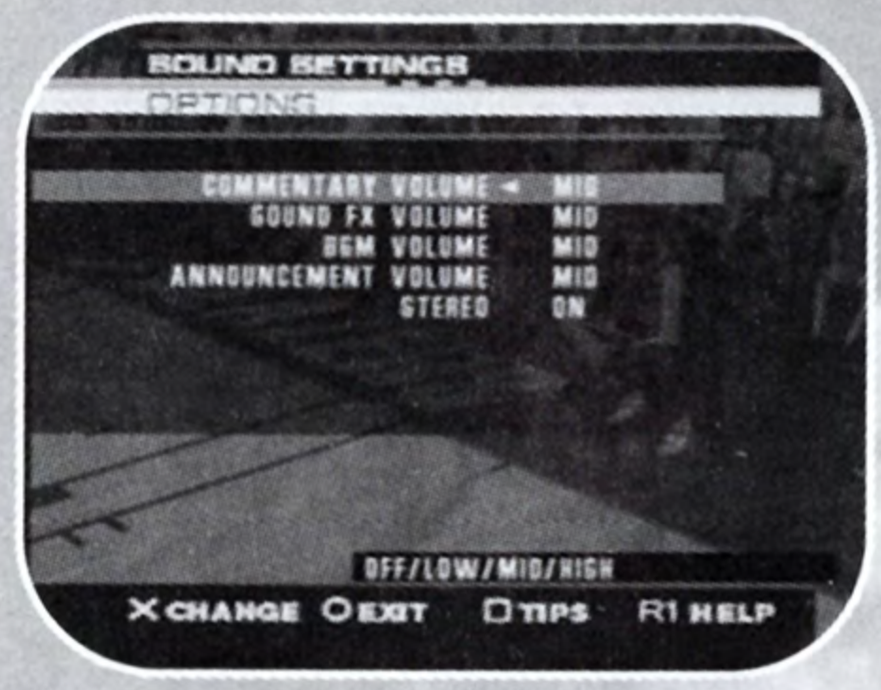
## KEY SETTINGS

Assign functions for keys used during the game. You can also use Key Settings to change the function assignments at any time during play by pressing the START button to pause the game and selecting OPTIONS.

- CPU ASSIST: This option has 3 settings:
  - AUTO: All specified operations are controlled by the computer.
  - HALF: Specified special movements are controlled by the computer.
  - MANUAL: You control the specified operations.

## SOUND SETTINGS

- COMMENTARY VOLUME: Adjust the volume of the play-by-play announcer.
- ANNOUNCEMENT VOLUME: Adjust the music and PA volume at courtside.
- SOUND FX VOLUME: Adjust the sound effects volume.
- BGM VOLUME: Adjust the music volume.
- STEREO: Toggle between STEREO and MONO sound, depending on your speaker setup.




## SAVE/LOAD SETTINGS

Save or load option data to or from a MEMORY CARD (8MB) (for PlayStation®2). See "Saving & Loading" on page 23.

# PAUSE MENU

During play, press the START button to pause the game and display the Pause Menu. You can use this menu to change game settings and request a timeout. Otherwise, to return to the game immediately, press the START button again.

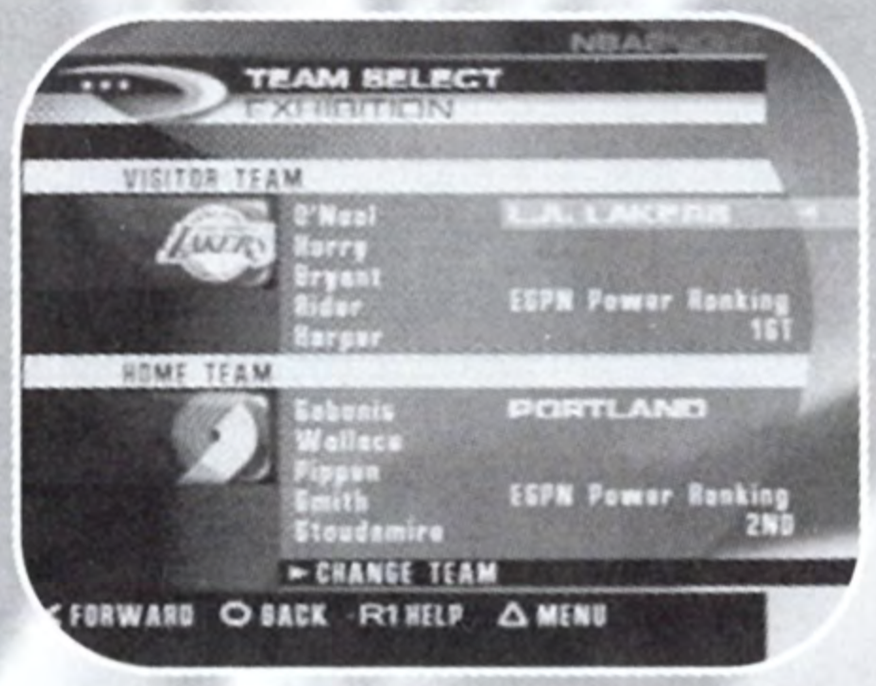
- REGULAR TIMEOUT: When your team has possession of the ball, you can request a regular timeout and also make player substitutions. Each team can take a total of 6 timeouts during regulation play. However, a maximum of 3 timeouts only is allowed in the fourth quarter, with a maximum of 2 timeouts during the final 2 minutes. A total of 3 timeouts is allowed in each overtime period, regardless of the number of timeouts remaining after regulation play.
- 20 SECOND TIMEOUT: Request a 20-second timeout, and also make player substitutions.
- SUBSTITUTION: Substitute players, for instance, after a player picks up a foul.
- INSTANT REPLAY: View a replay of the latest play at any angle. See "Replay" on page 9 for details.
- OPTIONS: Use Options Mode to change various game settings. See "Options Menu" on page 15.
- QUIT GAME: Exit the current game.

# EXHIBITION PLAY

Play a single game with the teams of your choice.
To start, select EXHIBITION from the Main Menu.

## TEAM SELECT

Select 2 of the 29 teams to play in an Exhibition game. Use the L1 and L2 buttons to select your teams and press the X button. Use the directional button to determine the VISITING and HOME teams.




## CONTROLLER SETTINGS

Use the directional button to set your controller to VISITOR, HOME or NO ENTRY, and then set your positions. Press the X button after each selection.

Note: Up to 4 players can play on the same team.
See "Controller Settings" on page 17.

## GAMEPLAY

Play the game with the settings and button controls you've configured.

## GAME OVER

At the end of the game, the Game Over screen offers the following selections:

- BOX SCORE: View individual statics for the game.
- SHOT CHART: View the shooting statistics for the game just completed.
- RETRY: Play again with the same teams, same match-up.
- EXIT GAME: Quit this game and return to the Team Select screen.

# REGULAR SEASON PLAY

Work your way through the regular season and the playoffs with your sights on an NBA championship. To start, select SEASON from the Main Menu.

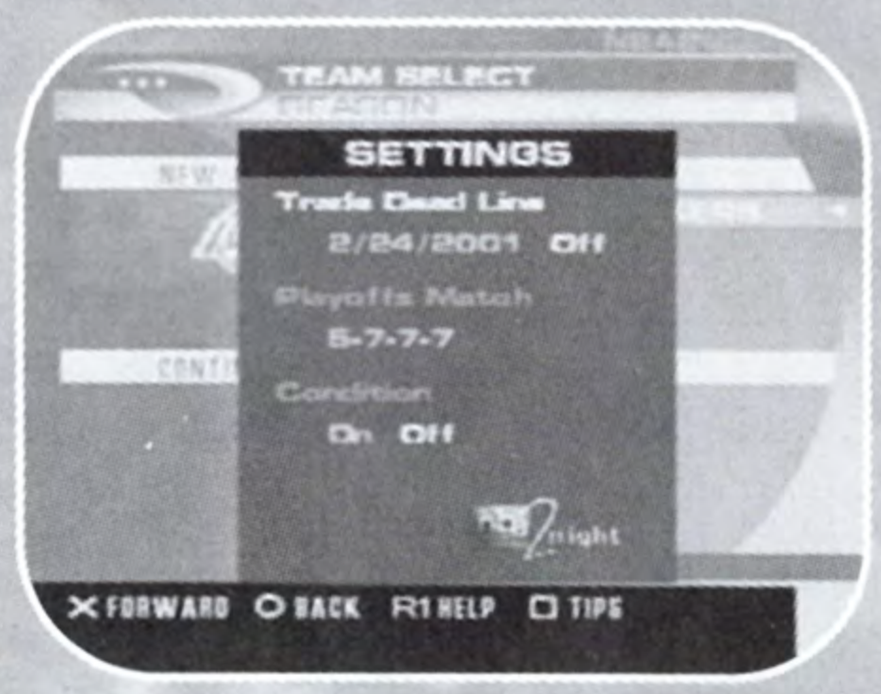
## TEAM SELECT/SEASON

Select NEW GAME to begin a new season. Use the L1 and L2 buttons to select your team and press the X button. To continue a season already in progress, select CONTINUE GAME.

## SETTINGS

Set your regular season options:

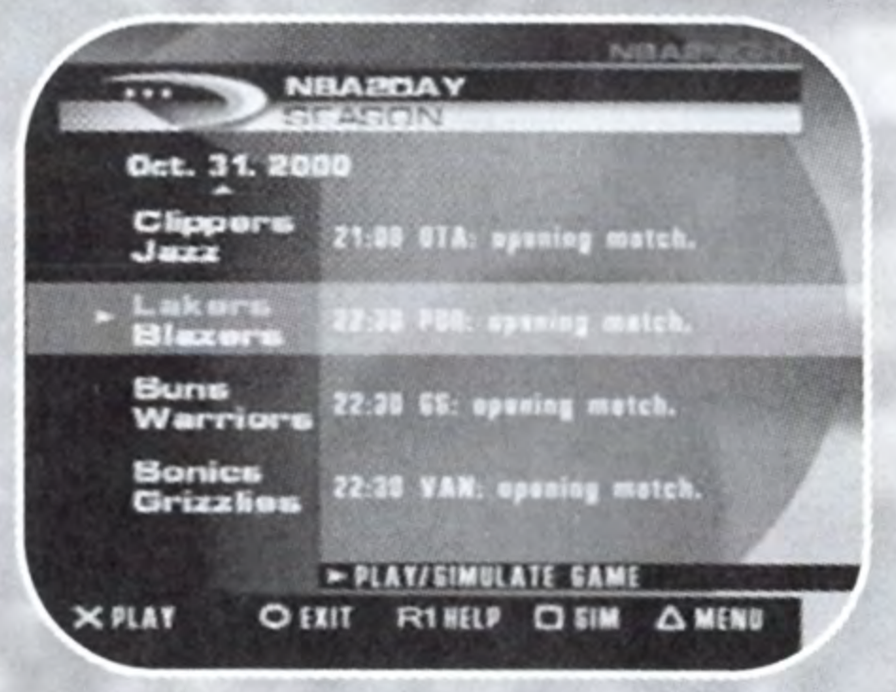
- TRADE DEADLINE: Set the deadline for making trades.
- PLAYOFF MATCHES: Set the number of games to be played in the playoff series.
- CONDITION: Decided whether or not player abilities will change according to their condition.




## NBA 2DAY

Display a list of games for the day. Use the directional button to highlight a game and press the X button. Once you make your Controller Settings selections (see page 20) the game begins. Select NEXT DAY to simulate the current game. Progress through the Double Clutch and Iron Unkind screens, and, finally, the NBA 2DAY for the next day will be displayed.

Note: Press the R2 button on the NBA 2DAY screen to save the current season data.




## SEASON PLAY

Play your season with the settings and button controls you've configured.

## GAME OVER

At the end of the game, the Game Over screen offers the following selections:

- RETRY: Play the same game again.
- EXIT GAME: Quit this game and advance to the next NBA 2DAY screen.

# PLAYOFFS

Set the number of games in a series, the number of participating teams and specific match-ups. Then enjoy the playoffs!

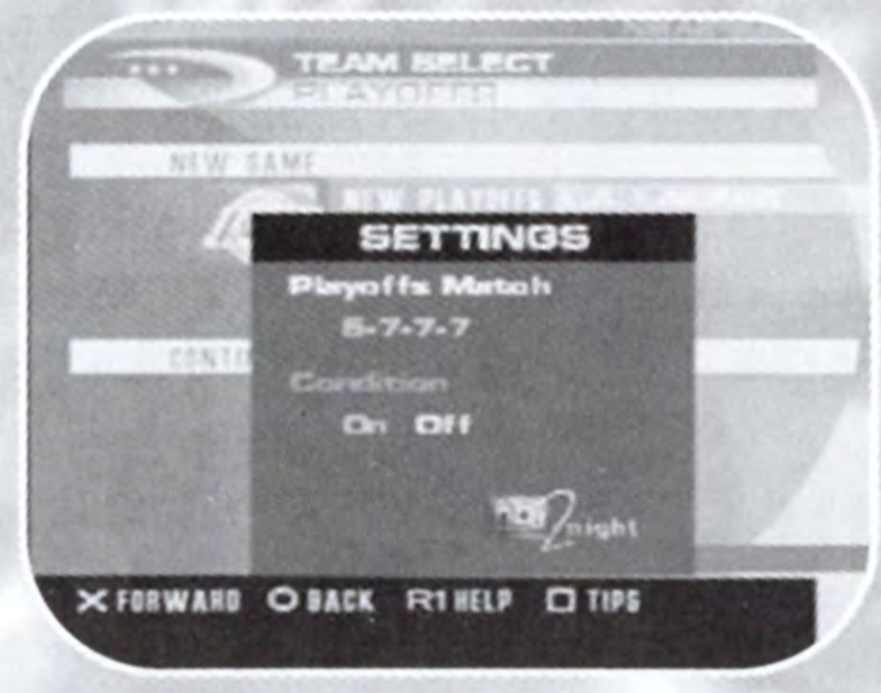
## TEAM SELECT/PLAYOFFS

Select NEW GAME to begin a new playoff scenario. Use the L1 and L2 buttons to choose teams and press the X button. To continue a playoff series already in progress, select CONTINUE GAME.

## SETTINGS

Set your playoff options:

- PLAYOFFS MATCHES: Set the number of games that will be played in the series.
- CONDITION: Decide whether or not player abilities will change according to their condition.




## NBA 2DAY

Display a list of match-ups for the day. Use the directional button to highlight a game and press the X button. Once you make your Controller Settings selections (see page 20) the game begins.

Note: Press the R2 button on the NBA 2DAY screen to save the playoff data.

## PLAYOFF SERIES PLAY

Play your playoff series with the settings and button controls you've configured.

## GAME OVER

At the end of the game, the Game Over screen offers the following selections:

- RETRY: Play the same game again.
- EXIT GAME: Quit this game and advance to the next NBA 2DAY screen.

# SAVING & LOADING

**ESPN NBA 2NIGHT** game data and settings can be saved to and loaded from a MEMORY CARD (8MB) (for PlayStation®2).

## SAVE

Save data for the current game, including the following:

- SETTINGS DATA: This options data requires a minimum of 70k.
- ROSTER DATA: This player data requires a minimum of 175k.
- SEASON DATA: This current season data requires a minimum of 660k.
- PLAYOFF DATA: This current playoff data requires a minimum of 245k.

Note: Each type of data can be saved up to 3 times. You can view saved data by selecting MEMORY CARD on the Main Menu.

## LOAD

Load saved game data.

Note: In order to save and load games, you must have a MEMORY CARD (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 of your PlayStation®2. Never remove the MEMORY CARD (8MB) (for PlayStation®2) or shut off the power during a save or load operation. Doing so may destroy the game data.

# CREATING PLAYERS

On the Create Players screen, you can create your own original players and customize their style, type and abilities. Once you record your original players on the team in the Sign/Release screen (see page 14), they can participate in games.

- You can record up to 15 original players. After that, you must delete one or more of your recorded players (with the ▲ button) in order to add new ones.

To create a player:

1. Select CREATE PLAYERS from the Players screen (see page 14). A Players List screen will appear. Select EMPTY to create a new player. Press the X button to advance to the Edit screen where you will configure the player settings.

   To duplicate a player, select the player you want to copy and press the ■ button. (The copy function is not available when 15 players have already been recorded. Delete one or more players with the ▲ button in order to make new copies.)

2. Set the player's profile, including name, position and birthdate. Use the directional button to choose items and modify the settings. You will be able to input your player's name, birth place and college.

3. Set the player's model, including face, hair style and accessories. Use the directional button to choose items and modify the settings.

4. Set the player's body shape, including hands and feet, to a value between -5 and 5. Use the directional button to choose items and modify the settings.

5. Choose the player's abilities and set their values from 36 to 99. Use the directional button to choose items and modify the settings. The abilities are listed in the table below.

| | |
|---|---|
| Three Point | 3-point shooting ability |
| Outside Shot | outside jump-shooting ability |
| Mid-Range Shot | middle range jump-shooting ability |
| Inside Shot | inside shooting ability |
| Layup | lay-up shooting ability |
| Dunk | dunking ability |
| Free Throw | free-throw shooting ability |
| Offense | penetrating ability |
| Defense | guarding ability |
| Offensive Rebound | offensive rebounding ability |
| Defensive Rebound | defensive rebounding ability |
| Speed | running speed |
| Quickness | quickness and agility |
| Pass | passing ability |
| Ball Handling | ball handling ability |
| Steal | stealing ability |
| Block | blocking ability |
| Power | strength |
| Jump | jumping height |
| Fake | feinting ability |
| Stamina | endurance |
| Toughness | body durability |
| Recovery | ability to regain stamina quickly |
| Clutch | mental strength |
| Stability | consistency in play |

6. When you finish defining your player, a confirmation screen appears. Newly created players are automatically recorded in the Free Agent list of the Sign/Release screen.

# CREDITS

## KCEO

| | |
|---|---|
| Producer | Kazutomo Terada |
| Director | Kazuo Iwasaki |
| Planner | Hironobu Mori |
| Programmers | Takeshi Maekawa |
| | Kazuo Iwasaki |
| | Masaki Terada |
| | Kenji Baba |
| | Yoshiaki Takahashi |
| | Hironobu Mori |
| | Hidenao Yamane |
| | Masatsugu Nagata |
| | Kazuya Takahashi |
| Artists | Masato Hijima |
| | Kensuke Kokami |
| | Keiko Idehara |
| | Takashi Onishi |
| | Yasuyuki Shoji |
| Sound Production | |
| Producer | Kazuhiko Uehara |
| Director | Tsutomu Ogura |
| Staff | Ikuo Shibuya |
| | Naoyuki Takenaka |
| | Yasuhiro Kawabata |
| | Junko Sunago |
| | Takuma Miyamoto |
| | Tomokazu Murata |
| | Takashi Ono |
| Design Production | |
| Producer | Takashi Kakuta |
| Art Director | Tatsuhiko Yamamoto |
| Konami Corporation Staff | Aki Saito |
| | Yoshinori Aoyagi |
| | Kazu Tominaga |
| Special Thanks | Masanori Otani |
| | Atsushi Yamamoto |
| | Jun Funahashi |
| | Norio Takemoto |
| | Takayuki Fujii |
| | Kaori Inui |
| | Hisae Fujikawa |
| Executive Producer | Katsuya Nagae |
| Senior Executive Producer | Kuniaki Kinoshita |

## KONAMI OF AMERICA

| | |
|---|---|
| Executive Vice President, Sales, Marketing & Operations | Dick Wnuck |
| Vice President, Operations | Linda Stackpoole |
| Director, Licensing | Doug Rebert |
| Director, Sales | Catherine Fowler |
| Director, Marketing Communications | Cherrie McKinnon |
| Brand Manager | Craig Howe |
| Senior Producer | Ken Ogasawara |
| Producer | Gerald DeYoung |
| Product Marketing Manager | Melvin C. Lenzy |
| Creative Services Manager | Monique Catley |
| Voices | |
| ESPN Announcers | Stuart Scott |
| | Brent Musburger |
| Minor Characters Voice Overs | Bruce Robertson |
| | Terry McGovern |
| | Patrick Hagen |
| | Tiffany Walmsley |
| | J.S. Gilbert |
| Special Thanks | Jimm Getz |
| | Hanshaw Ink & Image |
| | Barbara Loo |
| | Leslie Chen |
| | Rick Naylor |
| | Jason Enos |
| | Jim Hernandez |

## DISNEY INTERACTIVE

| | |
|---|---|
| President, Disney Interactive | Jan Smith |
| Senior Vice President | Steve Finney |
| Finance & Business Planning | Brad Schlachter |
| | Dan Winters |
| | Heather Fuscellaro |
| | Randy Beverly |
| | Keith Hargrove |
| | Eric Sorenson |

| | |
|---|---|
| **ESPN ENTERPRISES** | Mary B. Moore<br>Tori Stevens<br>Kevin Mihaly<br>Rolanda Gaines |
| **NBA INTERACTIVE** | Greg Lassen |
| **MUSIC SELECTIONS** | ESPN<br>The Pharcyde<br>Romye Robinson<br>Chris Thomas<br>Dynasty Entertainment (Canton, OH)<br>DeMarcus Cox<br>Jes Black<br>Tommy Cognito |
| **MIDI MARK PRODUCTIONS** | VOCAL BYTES |
| **MOTION CAPTURE** | hOuse of mOves (Los Angeles, CA) |
| Executive in Charge of Production | Tom Tolles |
| Executive Producer | Jarrod Phillips |
| Chief Technology Officer | Taylor Wilson |
| Motion Capture Production Manager | Chris Bellaci |
| Motion Capture Director | James Scanlon |
| Motion Capture Artists | David "Dario" Ahdoot<br>Brian Doman<br>Scott "Shaggy" Carroll |
| Motion Capture Technician | Johnny Ravena |
| Motion Capture Talent | Kwesi Fulton<br>Keith Gibbs |

# WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

# Available Now for the PlayStation®2 computer entertainment system from ESPN the games™

## winter Games snowboarding™

EVERYONE
E
CONTENT RATED BY ESRB

Strong Language

# Endless Winter

Konami, 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065.
ESPN and X Games are trademarks of ESPN, Inc and affiliates.The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and/or other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2001 NBA Properties, Inc. All rights reserved. Konami® is a registered trademark of KONAMI CORPORATION © 2001 KONAMI CORPORATION. © 2001 Disney. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.